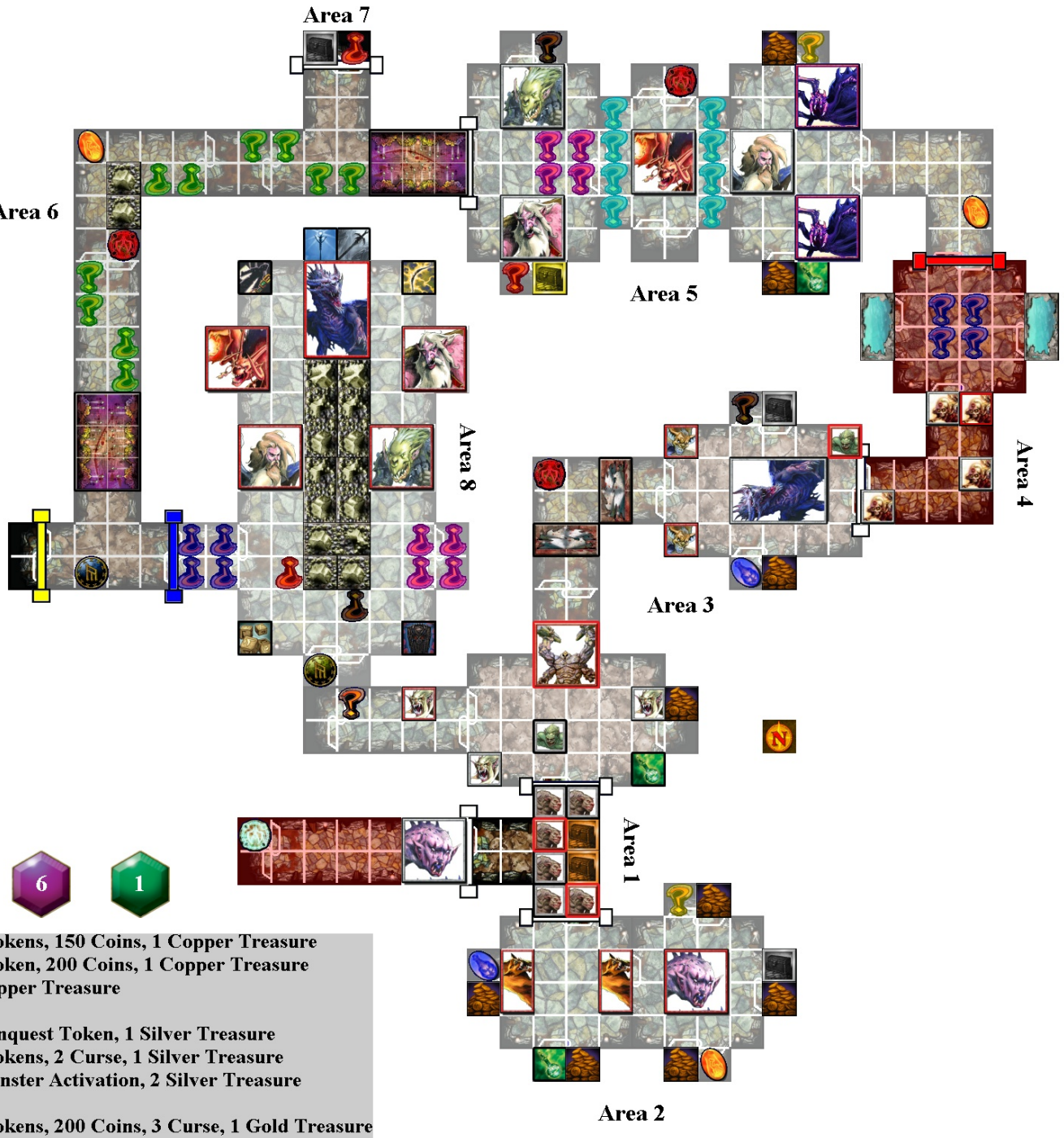

Monster Legend

Normal *Master*

- *Invunerability Potion*
- *Blood Ape*
- *Chaos Beast*
- *Dark Priest*
- *Deep Elf*
- *Troll*
- *Fog*

Red areas are considered to be corrupted

Copper:	**1**	**2 Conquest Tokens, 150 Coins, 1 Copper Treasure**
	2	**1 Conquest Token, 200 Coins, 1 Copper Treasure**
	3	**4 Curse, 2 Copper Treasure**
Silver:	**1**	**1 Curse, 1 Conquest Token, 1 Silver Treasure**
	2	**3 Conquest Tokens, 2 Curse, 1 Silver Treasure**
	3	**2 Curse, 1 Monster Activation, 2 Silver Treasure**
Gold:	**1**	**3 Conquest Tokens, 200 Coins, 3 Curse, 1 Gold Treasure**
	2	**4 Curse, 1 Fatigue Potion, 2 Gold Treasure**

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Fan Created Scenario.

Gathering of Evil: Part 1

By Jonny WS

Scenario Background

Its a time of turmoil and fear for the heroes as they have been on the run for weeks now. Since the death of Skorton, overlords have placed a bounty on the heroes heads so high, that even a simple village pesant could be as rich as a king. You were seeking refuge in small, out of the way inn, when a beastmen patrol came through searching for any clues as to your wearabouts. While hiding in the chapel, you overhear the beastmen talk about a secret meeting of Master monsters being held in a near by active volcano. In the night, you ambush the beastmen and dispose of them quickly. You begin your journey to the volcano to destroy these monsters before they rally everyone in the land after your heads.

Mission Goals

Once you reach the volcano, you wait til nightfall to gain entry. You will have to traverse the dungeon and find the meeting, hopefully your not to late in stopping the Masters in their plot to destroy you. If you can manage you activate some of the ancient glyphs of transport, all the better. You start the game with 10 conquest tokens. The best of luck heroes, as this wont be an easy quest.

Start Area

You encounter a Naga monster guarding the main entrance. This area seems strange, as the walls and floor itself feel evil, even the air has a bad taste to it.

When a hero attempts to open the door:

You hear a grinding noise and then a ghastly shape appears out of the floor and slowly moves towards you.

Replace the door with a small spiked wall, this wall is stationary. Place a small spiked wall 6 spaces west of the first spiked wall, this wall moves east.
The heroes may make a continuous prolonged Melee, Ranged, or Magic (15) action anywhere on the corrupted terrain to search for a switch to release the crushing wall. This action can be a group effort and can be completed with different traits. This action will be disrupted if any of the heroes suffer one or more wounds. If the heroes complete this action, the trap is disarmed and the spiked walls are removed revealing the next area

Area 1

As the spiked wall lowers into the ground you see a group of kobolds trying to gain entry to some chests, and instead of skittering off like timid creatures, they decide to stake claim, to their find.

Area 2

In this room, you see jewels covering the walls, and ceiling along with coin piles in each corner with another chest. Unfortunately, there are some mean looking monsters guarding this treasure.

Area 3

Hopefully you were able to find some useful items in those first 3 chests as this room is filled with horrible monsters including a dragon, a pair of razor wings, and a similar looking group of beastmen that you encountered in the chapel. To the west is small crack in the wall with voices and a dim light shinning through.

When a hero ends their movement on the encounter marker:

You peer through the crack and to your horror, see remains of some old friends, other great heroes that you used to look up to when you were younger, as well as some weapons of great legend. But as your eyes focus on the dark silhouettes, you soon realize that this is the meeting taking place right in front of your eyes and are able to catch a few words being spoken: "Kronk want their bones as toothpicks!!" The giant bellows..."Not before I pulverize them to dust!" as you hear a troll saying. "You can have what ever remains after I burn them to death!" Says Erebus, then quickly followed by "I second the notion" from the demon. "ENOUGH!" cries Kalev the dark priest "we all want them killed, what happens after they are dead is irrelevant, we just need to make sure they die once and for all, after that, we are free to do as we please" And with that all the monsters agree and begin to discuss plans of your death.

Set up area 8 when the encounter marker is activated. Monsters in this area can't be activated and the overlord can't spawn monsters in this area. Remove the encounter Marker.

Area 4

Once you enter this area you soon realize that it is of the same substance where you entered this dungeon, except that the walls appear to be bleeding and turning the pools of water red. This is a very distasteful place to be right now.

When the Chaos Beast is killed:

The beast has fallen and quickly disintegrates revealing an object. It appears that the Chaos beast thought it was a meal.

Give the heroes the red rune key

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When the heroes attempt to open the Red Rune locked door:

A loud grinding noise seems to coming from behind you but you can't see anything, then out of no where, a spiked wall slams down in front of the rune locked door and a giant spiked wall drops from the ceiling behind, sealing you in this area and begins to slowly creep towards you. Death is certain unless you can find the release switch...

Replace the red rune locked door with a small spiked wall in, this wall is stationary. Place a large spiked wall 4 spaces south of the first spiked wall, this wall moves north. The Heroes may make a continuous prolonged Melee, Ranged, or Magic (20) action anywhere in this area to search for the switch to disarm the trap. This action can be a group effort and can be completed with different traits. This action can't be disrupted. If the heroes complete this action, the trap is disarmed and the spiked walls are removed, returning the red rune locked door to the closed position. The heroes receive 4 conquest tokens.

In addition, a hero may move adjacent to the large spiked wall and make a continuous prolonged Melee (X) action to hold the wall in its place. During the overlord's turn, he will either take away 3 progress tokens from the hero, or move the large spiked wall, in either case, the hero still suffers a wound. This action can't be disrupted.

Area 5

That was a close one, you have a renewed sense of hope as you averted death yet again. Fog begins to pour into this room and you can see several imposing creatures standing before you. They take one look and begin to move in your direction.

Area 6

A long corridor that turns to the south, this area seems to trapped with multiple dart fields, as well as many protruding rocks from the ceilings, walls, and floor, they would make perfect handles for swinging apes. In the far end of the corridor you see 2 rune locked doors; this could be the last run to the Masters plotting your death.

All Blood apes in this area have a speed of 6.

When a hero picks up the Blue Key:

This whole journey was a trap to lure you out to this location. That's what you're thinking as you fall to the ground with poison from the dart fields rushing through your veins. You start to fade out when you overhear laughing and a lumbering being moving towards you...

The heroes have come far enough, record characters and skills somewhere. This part of the quest is over.

To be continued...

Area 7

As the dust settles in this tiny weapons locker, you see another chest as well as an assassin; she turns around and makes a stab at you before you can react.

When this area is revealed, you may activate (attack and move) the Master Deep Elf. Afterwards, play resumes with the heroes turn.

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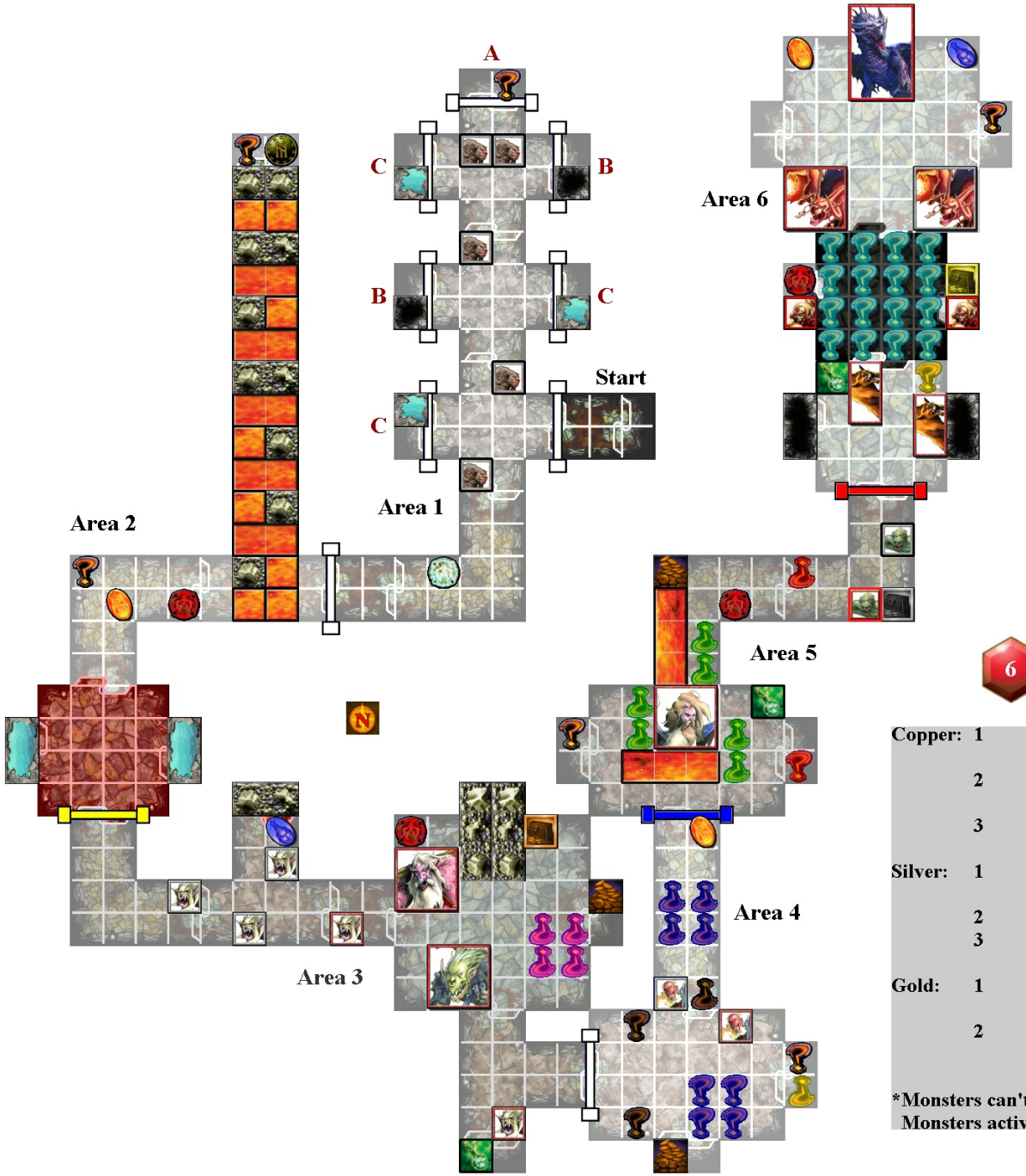

Monster Legend

Normal *Master*

Invunerability Potion

Blood Ape

Chaos Beast

Dark Priest

Deep Elf

Troll

4x4 Pit

Red areas are considered to be corrupted

Copper:	**1**	**3 Conquest Tokens, 250 Coins, 1 Copper treasure**
	2	**3 Curse, 1 Fatigue Potion, 1 Copper treasure**
	3	**5 Curse, 1 Monster Activation, 2 Copper Treasure, +2 Cards**
Silver:	**1**	**4 Conquest Tokens, 500 Coins, 1 Silver Treasure**
	2	**2 Curse, 1 Silver Treasure**
	3	**+3 Cards, 2 Monster Activations*, 2 Silver Treasure**
Gold:	**1**	**5 Conquest Tokens, 750 Coins, 1 Gold Treasure**
	2	**+4 Cards, 3 Monster Activations*, 3 Gold Treasure**

***Monsters can't be activated more then once.**
Monsters activate BEFORE contents are distributed.

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Gathering of Evil: Part 2

By Jonny WS

Scenario Background

You were traversing through a volcanic dungeon trying to stop a secret meeting of overlords hell-bent on killing you all. You had reached the room where they were all gathered and were ready to strike, but were struck with too many poison darts and were incapacitated. Now, you're being held captive, waiting for execution, with no weapons or equipment your situation is looking quite grim. You need some serious good luck and fast or else you're all going to join the dismembered heroes you saw on display in the meeting room. Maybe with all the recent shaking and rumbling of this volcano there might be an opportunity that presents itself.

Mission Goals

In your cell, you can hear the kobolds guarding you beginning to fight amongst them selves as well as the cries of a more human voice to the North. Suddenly there is great rumble in the dungeon; everyone is knocked to their feet. When the dust settles, you can see something shinny just under the cell door. On close inspection you realize it's the key to all the cell doors in this area. You decide to wait for the Kobolds to fall asleep before making a quiet escape. If you manage to activate some of the ancient glyphs of transport, all the better. The Heroes start with 5 conquest tokens. Good luck.

Remove "Sir Valadir" from the list of characters if Part 1 was not completed.

If the heroes completed Part 1, they start in the cell with the same skills and characters but start with no coins, items, or potions.

Area 1

Now that you're out, you must be very quiet, as making too much noise could wake the guards and put the whole place on alert. There is 6 other doors here that could contain something useful, perhaps a simple weapon to defend yourselves.

The overlord can't spawn monsters in Area 1

Heroes in this area have restricted movement actions, their base speed is reduced by 1 and they can't perform a RUN action or attack a sleeping kobold as its death cries would wake the other kobolds. In addition, any hero that spends a fatigue in this area will be too noisy and wake the kobolds.

A hero may perform a prolonged Melee (2) action adjacent to any of the kobolds to break their necks. This action cannot be disrupted. The Kobolds in this area can't be activated unless a hero spends a fatigue. The overlord can't spawn monsters in this area.

If a hero opens the door containing the encounter marker:

As you approach the door, you hear movement inside the cell, perhaps another prisoner. As the door opens you see a fellow hero, its Sir Valadir! He lowers his weapon, smiles, and says "thank the gods your still alive, I was sent to warn you that this place was a well orchestrated trap set to capture and kill you all" After some short discussion Sir Valadir says he overheard the kobolds talking about your weapons and equipment being close by.

Replace the encounter marker with the Sir Valadir hero figure and give the heroes his character sheet. The heroes can now control him with some restrictions. Sir Valadir can only ADVANCE and cannot spend any fatigue and has no skill cards. He cannot pick up any items or perform movement actions*. He has an additional 3 armor and uses the "Icetooth" to attack with. The Icetooth can't be passed to any other hero and it can't be dropped. Sir Valadir receives no coins or treasure from chests, but will count towards curse from chests. When Sir Valadir is killed, the heroes will lose a number of conquest tokens equal to the number of CURSE TOKENS placed on him and will stay dead instead of being placed in the town. The overlord receives an additional threat each turn that Sir Valadir is alive. The Heroes receive 3 conquest tokens.

When a hero opens a cell marked with a "B"

It appears this is an empty cell with a pit, perhaps a former prisoner tried to tunnel his way out.

When a hero opens a cell marked with a "C"

The cell is empty except for a small pool of water.

Area 2

In front of you is a lava flow, traveling south over a cliff and some chunks of rock flowing with it, it almost seems like you could walk on them. In the distance you can see what appears to be a yellow rune key and a pile of swords, shields, and rune stones. Perhaps this is your gear that was stripped away from you earlier; it would be handy to have that stuff back as your sure to encounter more than just kobolds. You're also able to see a pile of rubble in the west corner of the corridor, perhaps something useful can be found in there as well.

The overlord can't spawn monsters in Area 2.

Lava flow:
This is a dangerous lava flow that the heroes must traverse in order to retrieve some of their equipment. A hero may occupy the same space as the rubble markers. Heroes can jump from one rubble marker to another by spending 3 movement points. At the start of the overlord players turn, slide the entire lava flow one space to the south and replace the fallen off lava/rubble markers to the northern most part of the flow. Any hero that falls off the map from the sliding lava flow is instantly and automatically killed.

When a hero ends their movement on the encounter marker adjacent to the yellow rune key:

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It appears that the heat from the lava flow has ruined most of your weapons. However, digging through the pile, you manage to find a few items that are still useful, including a small ceramic box filled with jewels of all sorts; perhaps you can trade these in for some coins at the towns shop. Then, just as you begin to return over the lava flow, you hear a loud rumbling sound coming closer to you.

Each hero receives 1 copper, 1 silver, and 1 gold treasure as well as 900 coins. Heroes may purchase copper treasures in town.
Place a Master Golem anywhere on the corrupted terrain in this area.

When a hero ends their movement on the encounter marker NOT adjacent to the yellow rune key:

Something has caught your interest here, if you dig through, perhaps you could find something useful.

A hero may make a prolonged Ranged (3) action here to dig through the rubble; this action will be disrupted if the hero suffers a wound. When this action is completed, roll a power die.

When a blank is rolled:

Your eyes were playing tricks on you.

Remove the encounter marker.

When a surge is rolled:

It seems all the recent seismic activity has buried this object.

Replace the encounter marker with a copper chest.

When a power enhancement is rolled:

As you dig, you see movement so you hasten your efforts, but quickly realize this is not a friend, but a deadly foe.

Place a normal deep elf adjacent to the encounter marker then activate it (move and attack) Remove the encounter marker. The player's turn then resumes.

When a hero attempts to open the yellow rune locked door:

The rune locked door quickly rotates, narrowly missing you revealing yet another spiked wall. You try to escape this section but its too late as another giant spiked wall has slammed down behind you, sealing in this area, fortunately you know how to escape this deadly trap.

Replace the yellow rune locked door with a small spiked wall, this wall is stationary. Place a large spiked wall 4 spaces north of the first spiked wall, this wall moves south. The Heroes may make a continuous prolonged Melee, Ranged, or Magic (25) action to search for the switch to disarm the trap. This action can be a group effort and can be completed with different traits. This action can't be disrupted. If the heroes complete this action, the trap is disarmed and the spiked walls are removed revealing the next area. The Heroes receive 2 conquest tokens.

In addition, heroes may move adjacent to the large spiked wall and make a continuous prolonged Melee (X) action to hold the wall in its place. During the overlord's turn, he will either take away 5 progress tokens from the heroes, or move the large spiked wall, in either case, the heroes still suffer a wound. This action can be a group effort and it can't be disrupted.

Area 3

As the dust is settling, you relax for a moment realizing that you were close to death. But the relief is short lived as you are now in the area where you were captured. The rumbling of the volcano has sealed off the way you came, and destroyed half of the great hall where you saw the meeting taking place. Most of the villains have scattered off to escape the cave-in while the larger monsters held the ceiling up; it appears to be stable now. All the dismembered heroes are gone, and the relics have been destroyed. All that remains is part of the great table that they were all sitting around. You can see a group of beastmen trying to asses the damage and a few of the characters: Kronk the giant, who wanted your bones as toothpicks. Balthazar: an angry ogre seeking revenge for killing so many of his bretheren. And Drupada the great troll. Legend has it he consumed the entire population of a village simply cause he wanted a snack. When the dust settles, these horrific beings catch sight of you and with a great swing of his club, Kronk smashes what's left of the table and bellows: "Kronk want blood!!" Then begins to charge towards you.

Remove the 1x3 rubble obstacles from the map. The giant, the ogre and the troll in this area are named monsters, Kronk, Balthazar, and Drupada. They are regular master monsters but have an additional 3 armor and 3 additional wounds.

If the heroes defeat Kronk:

As Kronk dashes towards you, you quickly raise your sword and impale him; he stops dead in his tracks and drops his massive club. Blood begins to seep from his wound and from his eyes; he lets out a few words, "Kronk is fallen" and then falls to the ground causing a great rumble in the room which loosens massive rocks above that fall to the ground hitting everyone on the area.

Every small figure in this area must roll a power die, on a surge, nothing happens. On any other roll, they are hit with falling rock and suffer 4 wounds (ignoring armor). The heroes receive 2 conquest tokens for killing Kronk.

If the heroes defeat Balthazar and Drupada:

Weaving in and around the fallen rock your able to avoid most of their attacks, Drupada is the first to stumble on the debris at which point you behead him. His body goes limp. With Balthazar left, it is a grueling match but fatigue is catching up with him. He to stumbles, but on the head of the fallen Drupada at which point you make your final lunge for his heart. Balthazar is dead. You gather your courage and head towards the door preparing for another deadly battle.

The heroes receive 3 conquest tokens for killing Drupada and Balthazar.

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Area 4

Parts of this area look familiar, but the similarities stop at the horrific sights you see, not one but two chaos beasts along with a pair of sorcerer's and a circle of dark priests. The Master Chaos beast - Septimus, speaks a language that you're unable to decipher but Kalev, the Master dark priest responds, and then says to you: "Heroes, get down on your knees and worship Septimus!" You simply stand there and draw your weapons preparing to attack. Kalev then says "As you wish heroes, but you should feel privileged to be destroyed by my master" Septimus then lets out a chilling and evil laugh.

The Master Dark Priest and Master Chaos Beast in this area are named monsters, Kalev and Septimus. They are regular Master monsters but have an additional 4 armor and 4 additional wounds. Septimus has COMMAND in addition to his other abilities.

When the heroes defeat Kalev and Septimus:

The battle was short, but costly, you have been severely wounded. And to make matters worse, Kalev's dying breath was some sort of chant, as a result you feel the presence of evil enter your body. Septimus spoke only a few words and you were able to understand him, but they were quite puzzling. "Your death will be costly" Septimus and Kalev are dead.

All heroes receive 2 BLEED tokens from the bloody battle, then, they receive 2 CURSE tokens from Kalev's chanting in addition to any other curse tokens they received from BLACK CURSE. The heroes receive 4 conquest tokens.

When all monsters in this area are defeated:

You strike down the last foe and small object falls to the ground, perhaps something useful.

Give the heroes the blue rune key.

When a hero ends their movement on the encounter marker:

There is some more rubble here, perhaps if you dig you could find something of use.

A hero may make a prolonged Ranged (3) action here to dig through the rubble; this action will be disrupted if the hero suffers a wound. When this action is completed, roll a power die.

When a blank is rolled:

Your eyes were playing tricks on you, there is nothing here

Remove the encounter marker.

When a surge is rolled:

It seems this object was buried from the collapsing debris.

Replace the encounter marker with a copper chest.

When a power enhancement is rolled:

As you dig, you see movement so you hasten your efforts, but quickly realize this is not a friend, but a deadly foe.

Place a normal deep elf adjacent to the encounter marker then activate it (move and attack) Remove the encounter marker. The player's turn then resumes.

Area 5

This area seems to have suffered the most damage from the rumblings of the volcano and recent activity. There is a pool of lava coming out of the floor and is spreading rapidly...it wont be long before the whole area is covered. In the middle of the room stands an opposing figure. Enazgit, a manticore stares at you waving its poison tipped tail around like a cat, you draw your weapons and he doesn't even flinch, perhaps he feels safe surrounded by the vicious looking blood apes. In the distance you hear a voice, Mukesha the assassin, little is known about her or her kind, except they are a group of highly skilled assassins. "He won't flinch heroes, not unless his life is in danger, and unlike him...you wont see me until its too late" Suddenly Enazgit flaps his wings and begins to attack.

The master deep elf and master manticore in this area are named monsters, Mukesha and Enazgit. They both have an additional 5 armor and 5 additional wounds. When Enazgit is activated, he will attack four times instead of two. Mukesha's movement is 6. Otherwise they are regular master monsters.

When the heroes defeat Enazgit and Mukesha:

Dealing the death blow to Enazgit first, he falls backwards into the lava and burns quickly screeching in pain. When your frosted weapon strikes Mukesha down, she stumbles to the ground and says "Ah, heroes, I have misjudged you, your more foolish than I thought" and hands you a small talisman. Only two more overlords remain until they have all been vanquished, but you know this next battle won't be easy.

Give the heroes the red rune key. The heroes receive 4 conquest tokens.

If a hero ends their movement on the encounter marker:

More rubble, there seems to be many buried treasures in this dungeon.

A hero may make a prolonged Ranged (3) action here to dig through the rubble; this action will be disrupted if the hero suffers a wound. When this action is completed, roll a power die.

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When a blank is rolled:

> Your eyes were playing tricks on you.

Remove the encounter marker.

When a surge is rolled:

> Another chest, it seems this is your lucky day.

Replace the encounter marker with a silver chest.

When a power enhancement is rolled:

> As you dig, you see movement so you hasten your efforts, but quickly realize this is not a friend, but a deadly foe.

Place a master deep elf adjacent to the encounter marker then activate it (move and attack) Remove the encounter marker. The player's turn then resumes.

Area 6

> You now understand why Mukesha said you were foolish, as only a fool would want to be alive and face the on coming horrors. This appears to be the dragon's lair, Erebus's lair. In front of him is a pair of demons, the one on the left is Philon, Erebus's body guard and protégé, he will do what ever it takes to protect his master. With a great loud and booming voice, Erebus speaks to you: "Welcome heroes, I was beginning to think you weren't going to survive to meet me. You were lured here so we could stop you, but our misfortune was that we choose this very unstable location as the place to trap you, I would have preferred to just eat you on a fly by, but my fellow monsters thought it would be more interesting this way. The dragon lord you slayed a few months ago was my younger brother, and as you can imagine, I must exact my revenge on you. So heroes, I welcome you to your graves, you can join your dead friends in the pit" You then notice a giant pit in the ground in front of the pair of demons filled bones and torn flesh accompanied with a horrific smell. You also see two large pits on either side of you; they appear to be bottomless pits.

The master dragon and master demon in this area are Erebus and Philon. They both have an additional 8 armor and 8 additional wounds. Erebus has FEAR 3 while Philon has fear 4. Other than this, they are both regular master monsters. If a figure steps into either of the two space pits near the red rune locked door in this area, they are instantly and automatically killed. They can't be saved from effects or abilities.

When all heroes have entered Area 6:

> A final rumbling of the volcano has sealed you in. To make matters worse, a trap has been triggered. A large spiked wall has risen out of the ground and begins to move towards you, your only safe haven is in the pit of bones and rotting flesh.

Replace the red rune locked door with a large spiked wall. This wall will move north until it reaches the large pit. Once it has moved 4 spaces, it will stop moving and remain here for the remainder of the game.

When a hero ends their movement on the encounter marker:

> A pile of bones lay here, more then likely from a fellow hero, however there is a shinny object that catches your eye so you start to dig through.

A hero may make a prolonged Ranged (3) action here to dig through the pile of bones; this action will be disrupted if the hero suffers a wound. When this action is completed, roll a power die.

When a blank is rolled:

> Your eyes were playing tricks on you.

Remove the encounter marker.

When a surge is rolled:

> For once your eyes haven't deceived you.

Replace the encounter marker with a gold chest.

When a power enhancement is rolled:

> It seems that shinny object was the glint of a pair of eyes.

Place a master deep elf adjacent to the encounter marker then activate it (move and attack) Remove the encounter marker. The player's turn then resumes.

When Erebus and Philon are defeated:

> The master and his apprentice have fallen, their bodies lifeless. You take a moment to think of all the lives you have taken today but the felling of sorrow is dismissed by the fact that had you not struck them down, they would surely have placed your dismembered bodies on display in a trophy room. Now that this threat is neutralized, you can head back to the city and tend to your wounds and have some time to rest as well as tell another great story to the children that seek glory and adventure. Who knows when the call to save lives and banish evil will come again, but in this world, it's almost certain that your swords and axes won't collect dust and rust away to nothingness.

The Heroes gain 15 conquest tokens, their quest is over.

* Sir Valadir may jump over certain obsticles as well as climb out of a pit if needed.

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